

## **2014 MLK YOUTH** PLAYER REGISTRATION FORM

Player Registration Deadline: <u>First Game Played</u> Tournament Begins: February 7, 2014

Player Name:	Birth Date:
Address:	Apt. #:
City:State:_	Zip Code: Phone:
Team:	Coach:
division.  2. It is the head coach's sole responsibility disciplinary will be strongly recommen	ch to ensure that all participants' birth certificates are
A child <u>may play U</u>	P an age division, but <u>cannot pay down.</u>
12- Under - can 15- Under - can 17- Under - can 17- Under - can 17- Under - can I, the parent or guardians of the above na Shreveport Public Assembly & Recreation will not hold SPAR, the City of Shrevep child (Youth Participant) is injured while involved in the sport and will use my own also agree to provide a copy of my child's Office.  Parent/guardian if under 18 years of ole permission to photograph my child/my programs.	Age Divisions not be 11 before December 31, 2013 not be 13 before December 31, 2013 not be 16 before December 31, 2013 not be 18 before December 31, 2013 med child, give my permission for him/her to participate in the on Annual MLK Tournament. (Adult and Youth Participants) I port, nor any official responsible if I (Adult Participant) or my engaging in this sport. I understand the hazards and dangers in insurance, if needed. (Youth Participant/Parent or Guardian) I is birth certificate which will be kept on file at the SPAR Athletic december 31, 2013  december 31, 2013 med child, give my permission for him/her to participate in the on Annual MLK Tournament. (Adult and Youth Participants) I see engaging in this sport. I understand the hazards and dangers in insurance, if needed. (Youth Participant/Parent or Guardian) I see birth certificate which will be kept on file at the SPAR Athletic december 31, 2013  [Insurance of the purpose of publicizing events and/or see for the purpose of publicizing events and see for the purpose o
Parent or Guardian (for youth participant) / Adult 1	Participant Signature Date

SPAR Athletics: "Building Shreveport Communities, One Game at a Time"